

# MICRO MEDIA MAGAZINE™

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## ATARI\* EDITION

### PERSONAL FINANCE ISSUE

## VOLUME I ISSUE #3

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# MICRO MEDIA MAGAZINE

## ATARI EDITION

### VOLUME 1 - ISSUE 3

JULY/AUGUST, 1981

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This issue we are presenting to our readers part 2 of the powerful and popular PERSONAL FINANCE PACKAGE published last issue. The rest of this issue is dedicated to disk utilities that will make your life easier when operating your ATARI disk system. In addition, there is editorial material and advertisements, that may be read.

MICRO MEDIA MAGAZINE, Atari edition may be viewed by performing the following steps:

1. Install BASIC cartridge CXL4002 in your computer (left slot of Atari 800).
2. Turn on 810 Disk drive.
3. Mount the Micro Media Magazine diskette in drive 1 of your system in the normal fashion.
4. Turn computer power on.

At this point the magazine will auto-boot.

You may now select to view the front cover or go directly to the table of contents. I suggest, on first viewing, that you look at the front cover. Thereafter, you may go directly to the table of contents to select other items.

**\*\*Note:\*\*** To return to the table of contents at any time while viewing the magazine simply press SYSTEM RESET.

## VOLUME I ISSUE # 3

1. PERSONAL FINANCE (Part 2) This installment of PERSONAL FINANCE provides the features of bank statement reconciliation, monthly budget/category entry, graphical analysis of budget/expenses, and report printout. Plus updates to Part 1 Programs. Truly a powerful software package.
2. SUPERDUP This is a very special disk utility that will copy any ATARI formatted diskette regardless of data. Performs a sector by sector copy of the diskette. This utility is made part of ATARI DOS 2.05.
3. CARTCOPY This program will copy and ROM cartridge and store the program as an autorun or autoboot file on diskette. This works for both language and game cartridges. DOS 2.05 has been modified to allow the RUN CARTRIDGE (B) command to work with these RAM resident programs.
4. DISK LABEL Include with this issue is a sample set of labels that will fit onto your diskette. DISK LABEL will print the diskette directory onto the label in condensed format using an EPSON MX-80 printer or equivalent.
5. FRONT COVER Another in a series of unique animation sequences from MICRO MEDIA MAGAZINE.
6. EDITORIAL Bits and pieces of information that may prove useful to some readers.

## VOLUME I ISSUE # 4

1. MAPLE LEAF RAG This well done rendition of a popular Scott Joplin tune is especially fun because it is interactive!
2. BUFFY The performance technique is quite different from the piece above, but the effect is still quite dazzling! BUFFY was originally created with the MUSICAL COMPOSER but is here played from BASIC.
3. ADDRESS FILE This is a useful program for storing names and addresses and creating mailing labels. It is menu drive and very ease to use.
4. BOOTCOPY Use this valuable utility for making backups of your your cassette boot programs onto disk.
5. CAR RACE Here is a fast, exciting game to test your reflexes and concentration. You race a car along a curvy track which becomes more narrow as the game progresses!
6. COMPUCOURSE 1 This is the first installment of a series of unique interactive tutorials. The approach is to demonstrate it with an example. If possible the reader is asked to participate. The many useful techniques presented should be of interest to all programmers, novice and advanced.



# A T A R I =====

## S U B S C R I P T I O N   O R D E R   F O R M

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FORMAT INFORMATION                      \* This represents your best value

ATARI 400/800, DOS II, minimum single disk system. 32K memory suggested, many programs will run in less memory space.

If your friends would like to be placed on our regular mailing list, Please list their NAME, ADDRESS, and ZIP CODE.

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# ATARI INDEX =====

## VOLUME I    ISSUE # 1

- |             |  |
|-------------|--|
| 1. PROBOWL  | A BASIC game of bowling. One to four players. Uses player/missile graphics.  |
| 2. LANDER   | A BASIC moon landing simulation. Requires one paddle controller.   |
| 3. BIGBANG  | A BASIC brain tease for one player. Try to recreate the theory of the universe!  |
| 4. TAPEDUPE | A BASIC program to load, examine and copy machine language cassettes.  |
| 5. TVTEST   | A BASIC utility to aide in aligning your color TV or color monitor.  |
| 6. QUIKEDIT | A BASIC page editor to allow generation of text and saving it to diskette for later recall. This is an Micro Media Magazine feature article. |
| 7. CHECKERS | A BASIC simulation of a fast game of checkers. Uses redefined character set.   |
| 8. PATTERNS | A BASIC demonstration program. Generates random symmetrical patterns: quilts, belts and stars.   |

## VOLUME I    ISSUE # 2

- |                                 |  |
|---------------------------------|--|
| 1. PERSONAL FINANCE<br>(Part 1) | This is a set of powerful BASIC programs and utilities that will provide for the input and analysis of all personal or small business financial transactions. So personalized and easy to use you'll want to start using it immediately. |
| 2. QUIKEDIT UPDATE              | As promised, additional features have been added to the text editor presented last issue. CHAINING and PRINTING are now supported. Updated instructions are included in QUIKEDIT.DOC.  |
| 3. RATZEE                       | This is the popular dice game for one to three players. Continuous score board display. Requires one joystick.   |
| 4. SAUCER SHOOT                 | Here's one for the kids and adults alike. Shoot down the flying saucers as they randomly fly by. This BASIC program develops good eye and hand coordination. Requires one joystick.  |
| 5. FRONT COVER                  | Very interesting..... DON'T Miss it.   |
| 6. FANFARE                      | This is a stand alone version of the musical introduction for the FRONT COVER. Use it with your next pet project.  |
| 7. REVIEW                       | MISSILE COMMAND  |
| 8. EDITORIAL                    |  |



To view textual material such as the editorial use the (+) and (\*) Keys to flip pages forward or backwards. Notice that the left and right arrows on these keys can be used as a mnemonic to remember the direction you're turning the page. Another helpful feature has been added to this issue. You may return directly to the table of contents by typing a "M" while viewing textual material. Now you don't have to go to the end of the article before returning to the table of contents.

If you have any trouble running the magazine please let us know. We WILL do whatever is necessary to get you up and running. To serve you better our new Office phone number is (214)-238-1054.

The ATARI edition of MICRO MEDIA MAGAZINE is published six times a year:

Jan 1   Mar 1   May 1   Jul 1   Sep 1   Nov 1

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MICRO MEDIA MAGAZINE is looking for authors of software, tutorials, product reviews, graphics and music for the ATARI computer. Payment schedule ranges up to \$300.00 for published software. Payment for software is based on quality not quantity. Product reviews and tutorials are paid by the word, two to five cents per word depending on quality. Submit your work on a floppy disk or cassette. If you want non-published items returned please include return postage. Also, if you have quality software that you would like to market through MICRO MEDIA contact our Marketing Manager. Our address is MICRO MEDIA MAGAZINE, P.O. BOX 402286, GARLAND, TX 75040.

Kris I. Mraz

Editor

# TABLE OF CONTENTS

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